**INSTRUCTIONAL ANALYSIS: VOICE Skill: 1.1 ( 1 of 5)**

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| **1. VOICE** GOAL ANALYSIS/SKILL ANALYSIS  Learn to identify, select and program a VOICE on a NC/TC/Fusion | |
| STRAND: | VOICE/EMPOWER |
| DOMAIN: | Motivational |
| Objective: | Given an interactive booklet, participant will identify different Voices |

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| **Skill (1 of 5)** | |
| **1.1** | Observe **powerful** voice use in historical scenarios |

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| * 1. **INFORMATION PRESENTATION:** (booklet and interactive booklet):   PRIMARY ERROR: PRESENT TOO MUCH INFORMATION | **Page 1:** VOICES  The POWER of The Spoken Word  **Video**: VOICES are powerful. (insert a short video of a friendly ‘orator’ saying “I have a dream”, “To be or not to be”, “Ask not what you can do for your country” etc.  **Sound Clip:** Sound clip should be of a synthesized voice saying something very powerful |
| * 1. **STUDENT PARTICIPATION:** | Participant will click on video and listen, click on sound clip and listen. |
| * 1. **FEEDBACK:**   -page visit | When page has been visited, an animated heart will appear. Also links to Saltillo COACH site will always be on each page |
| * 1. **MEASUREMENT/EVALUATION**   Macintosh HD:Users:renacarney:Desktop:woman avatar.png  woman avatar | When person has viewed page, heart will appear on page-(see assigning ‘Stages’ Storyline1 software). Can heart be animated/Speak? If all pages explored (5hearts) then animated avatar pop up and say “Woo Hoo, want to know more? Or “Click Here and Listen to First Man on the Moon”- some reward that is related to voice-. |
| * 1. **STUDENT PARTICIPATION PLATFORM:** | Printed booklet  Interactive Power Point Booklet (Storyline software)   * Sound clips * .mov’s * Simulation * Linking to emulators? |